

Mumbai University

Syllabus + Books

B.Sc.IT: SEMESTER – V

(SYLLABUS)

[2018 – 2019]

PAPER - III

**ARTIFICIAL
INTELLIGENCE**

– : SYLLABUS : –

UNIT

I

INTRODUCTION | INTELLIGENT AGENTS

- ⇒ **Introduction:**
 - What is Artificial Intelligence?
 - Foundations of AI
 - History
 - The State Of Art AI Today
- ⇒ **Intelligent Agents:**
 - Agents And Environment
 - Good Behavior
 - Nature Of Environment
 - The Structure Of Agents

UNIT

II

SOLVING PROBLEMS BY SEARCHING | BEYOND CLASSICAL SEARCH

- ⇒ **Solving Problems By Searching:**
 - Problem Solving Agents
 - Examples Problems
 - Searching For Solutions
 - Uninformed Search
 - Informed Search Strategies
 - Heuristic Functions
- ⇒ **Beyond Classical Search:**
 - Local Search Algorithms
 - Searching With Non-Deterministic Action
 - Searching With Partial Observations
 - Online Search Agents And Unknown Environments

UNIT

III

ADVERSARIAL SEARCH | LOGICAL AGENTS

- ⇒ **Adversarial Search:**
 - Games
 - Optimal Decisions In Games
 - Alpha-Beta Pruning
 - Stochastic Games
 - Partially Observable Games
 - State-Of-The-Are Game Programs
- ⇒ **Logical Agents:**
 - Knowledge Base Agents
 - The Wumpus World
 - Logic
 - Propositional Logic
 - Propositional Theorem Proving
 - Effective Propositional Model Checking
 - Agents Based On Propositional Logic

Turn Over ➡

**UNIT
IV****FIRST ORDER LOGIC | INFERENCE IN FIRST ORDER LOGIC**

- ⇒ **First Order Logic:**
 - *Syntax And Semantics*
 - *Using First Order Logic*
 - *Knowledge Engineering In First Order Logic*
- ⇒ **Inference In First Order Logic:**
 - *Propositional vs. First Order*
 - *Unification And Lifting*
 - *Forward And Backward Chaining*
 - *Resolution*

**UNIT
V****PLANNING | KNOWLEDGE REPRESENTATION**

- ⇒ **Planning:**
 - *Definition Of Classical Planning*
 - *Algorithms For Planning As State Space Search*
 - *Planning Graphs*
 - *Other Classical Planning Approaches*
 - *Analysis Of Planning Approaches*
 - *Time*
 - *Schedules And Resources*
 - *Hierarchical Planning*
 - *Planning And Acting In Nondeterministic Domains*
 - *Multiagent Planning*
- ⇒ **Knowledge Representation:**
 - *Categories And Objects*
 - *Events*
 - *Mental Events And Objects*
 - *Reasoning Systems For Categories*
 - *Reasoning With Default Information*
 - *Internet Shopping World*

Turn Over ➡

– : BOOKS : –

1. **BOOK TITLE:** ARTIFICIAL INTELLIGENCE & SOFT COMPUTING FOR BEGINNERS
AUTHOR'S: ANANDITA DAS BHATTACHARJEE
PUBLISHER: SHROFF
EDITION: 1ST
YEAR: 2014
PAPERBACK: 720 PAGES
DOWNLOAD/BUY: @BLOGGER | @AMAZON | @FLIPKART

2. **BOOK TITLE:** ARTIFICIAL INTELLIGENCE
AUTHOR'S: ELAINE RICH | KEVIN KNIGHT | SHIVASHANKAR NAIR
PUBLISHER: MCGRAW-HILL
EDITION: 3RD
YEAR: 01/JULY/2017
PAPERBACK: 588 PAGES
DOWNLOAD/BUY: @BLOGGER | @PDF | @TORRENT

3. **BOOK TITLE:** ARTIFICIAL INTELLIGENCE: A RATIONAL APPROACH
AUTHOR'S: RAHUL DEVA
PUBLISHER: SHROFF
EDITION: 1ST
YEAR: 2018
DOWNLOAD/BUY: @BLOGGER | @AMAZON | @FLIPKART

4. **BOOK TITLE:** A FIRST COURSE IN ARTIFICIAL INTELLIGENCE
AUTHOR'S: DEEPAK KHEMANI
PUBLISHER: MCGRAW-HILL
EDITION: 1ST
YEAR: 01/JULY/2017
PAPERBACK: 944 PAGES
DOWNLOAD/BUY: @BLOGGER | @AMAZON | @PINTEREST

5. **BOOK TITLE:** ARTIFICIAL INTELLIGENCE: A MODERN APPROACH
AUTHOR'S: STUART RUSSEL | PETER NORVIG
PUBLISHER: PEARSON
EDITION: 3RD
YEAR: 2015
PAPERBACK: 1164 PAGES
DOWNLOAD/BUY: @BLOGGER | @PDF | @TORRENT